

# ULTIMATE WIZARD™

## GETTING STARTED

Remove all cartridges and release the Caps Lock key. Now turn on your computer, monitor, and disk drive. Insert the *Ultimate Wizard* disk in the drive, close the disk drive door, type **LOAD "EA",8,1** and press **Return**. After a few moments the introductory screens appear, and the main menu soon follows. You have approximately 10 seconds to choose **DEMONSTRATION**, **PLAY THE GAME**, or **CONSTRUCTION** from the main menu. To see the game demo, choose **DEMONSTRATION**. To play *Ultimate Wizard*, choose **PLAY THE GAME**. To use the *Ultimate Wizard Construction Set*, choose **CONSTRUCTION**. If the ten second counter reaches zero, the game demo starts automatically.

## LEARNING TO BE AN ULTIMATE WIZARD

*Ultimate Wizard* is filled with many advanced features and challenges, and yet is still a simple game to learn. Choose **PLAY THE GAME** on the main menu and in a few moments you are presented with 6 game levels:

1. BEGINNER
2. INTERMEDIATE
3. ADVANCED
4. EXPERT
5. CUSTOMIZED
6. MYSTERY

Pulling the joystick back moves the selection bar downward, pushing forward moves it up. The newcomer should definitely select the **BEGINNER** level. Press the **Fire** button to make your selection. Next select the number of players by pulling the joystick back to increase or pushing forward to decrease the players. Up to 6 people can play *Ultimate Wizard* but must share a single joystick plugged into port 2. Press **Fire** when you have made your selection.

### Controlling the Wizard

You can set the speed you want to play at by holding a number key (9 is the fastest, 1 is the slowest) and pressing **Fire** to start the game. Not pressing any key results in an average speed. (Good for beginners.) Wait until the dungeon is fully created before taking your finger off the number key. The Wizard appears in a cloud of smoke after the dungeon is fully drawn (a small purple figure with a little pointy hat). Your status is displayed at the bottom of the screen.

The key symbols in the status panel show how many Wizards you have to work with. You can terminate a Wizard by pressing the **1** key. **Player** (only used if more than 1 player) indicates the player who is currently in the dungeon. **Spells** shows how many spells you currently hold, and the arrow next to it (controlled by the joystick) shows the direction the Wizard is facing. The direction the Wizard is facing is the direction for throwing spells.

Directly below the spell count is the **spell type**. If the Wizard has no spells, **NONE** appears below the spell count. **Level** shows what dungeon level you are on, and **Speed** shows the speed you set using a number key at the start of the game. The last two items at the far right in the status panel are the **Score** and the **bonus bar**. The score changes to show each player's score while they are in the dungeon. The bonus bar grows smaller the longer you stay in the dungeon, and represents the amount of bonus points you'll get when you exit the dungeon; the larger the bonus bar at the time you exit, the more bonus points you get.

### **Moving the Wizard**

Use a joystick plugged into joystick port 2 to control the Wizard's movement. Pulling right moves right, pulling left moves left, etc. By pulling down, you can make the Wizard 'duck' into a crouch position, or climb down a ladder. Pressing the Fire button and simultaneously moving the joystick left, right, or up, makes the Wizard jump. (The Wizard cannot jump down.)

The Wizard moves differently in different situations. When you are on a rope, for example, only up and down movement is possible. However, you can jump left or right off ropes and ladders. By experimenting, you will soon become familiar with *Ultimate Wizard's* responsive joystick control. For instance, jumping next to one of the poles of a ladder lets the Wizard slide down the ladder; a tricky move, but it can be done.

### **Onscreen objects**

Certain objects on the screen are harmful to the Wizard — such as burning fires, and skull & crossbones — and must be avoided at all costs. When you move the Wizard into a magic portal, the Wizard is magically teleported in the direction indicated by the arrow in the portal.

### **Aquiring and casting spells**

Spells are acquired by taking keys you find in the dungeon. The status panel shows the type and number of spells acquired when a key is taken.

Hold the Fire button and pull the joystick down, or press the Spacebar to cast spells. Certain spells are cast in a direction, others are used to produce an effect on the Wizard. For example, invisibility spells affect only the Wizard, while the fireball spell can be thrown at enemies to the left, right, up, or down. Examine the arrow in your status panel to determine the direction for casting spells.

### **Getting points and extra Wizards**

You must take treasures to score points. Treasure value depends upon the level, dungeon, and type of treasure, but treasures are generally worth from 50 to 750 points. Bonus points from 50 to 1200 points are also awarded for quickly completing a dungeon. You receive a bonus Wizard for every 10,000 points you acquire. You also receive bonus wizards every time you complete ten consecutive levels.



To finish a dungeon and move to the next, find the key and take it to the keyhole for that dungeon. The more advanced dungeons on higher levels may have hidden or concealed keys and keyholes — taking certain treasures will make them appear.

You may get into the top ten score list if your score is high enough. There are ten titles for each of the high score entries ranging from Wizard to Apprentice. The highest score is displayed with the player's full name (up to 16 letters) at the top of the screen; all others are displayed as 3 letter initials. Use the keyboard to enter your name or initials when the program requests them. The scores are stored only in the computer, not on disk.

#### Pausing the game or returning to the Main Menu

Press the RUN/STOP key to pause a game in progress. Press Q to return to the Main Menu.

#### ULTIMATE WIZARD CONSTRUCTION SET

Select CONSTRUCTION from the main menu to load UWCS. Help screens are available in UWCS by pressing function keys F1 and F2. Function key F3 displays game credits, and F4 performs a disk directory.

##### Editing screen commands

**+/-:** Scrolls dungeon objects right or left to select for placement.  
**Space:** Places selected objects. **M:** Places selected objects.  
**Del:** Deletes objects under the cursor.  
**Ctrl-1-4:** Change color of bricks, ladders, ropes, and portals.  
**\*:** Toggles safety on and off.  
**P:** Set monster start position.  
**S:** Select spell type and amount for the dungeon.  
**B:** Change bonus bar speed.  
**C:** Change character under cursor.

**T:** Enters treasure matrix mode.  
**/:** Enters slide mode.  
**:** Enters monster mode.  
**Shift-Ctrl:** Erases dungeon drawing.  
**W:** Selects cursor's "walk" direction.  
**D:** Displays defined monsters.  
**Ctrl-N:** Erases level.  
**Ctrl-L:** Loads level.  
**Ctrl-S:** Saves level.  
**Ctrl-W:** Set Wizard's start position.  
**Ctrl-X:** Exit to main menu.

##### Monster mode

**+/-:** Switch between monster attributes.  
**Space:** Selects default monster values.  
**M:** Selects new monster to edit.  
**Ctrl:** Erases all monsters  
**X:** Exits monster mode.

##### Treasure mode

**+/-:** Scroll object list right and left.  
**I-6:** Selects object in matrix.  
**Space:** Drops selected object in matrix.

## Limited Warranty

Electronic Arts warrants to the original purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in materials and workmanship for ninety days from the date of purchase. Defective media returned by the purchaser during that ninety day period will be replaced without charge, provided that the returned media have not been subjected to misuse, damage or excessive wear.

Following the initial ninety day warranty period, defective media will be replaced for a replacement fee of \$7.50. Defective media should be returned to: Electronic Arts, 390 Swift Avenue, South San Francisco, CA 94080. Enclose it in protective packaging, accompanied by (1) proof of purchase, (2) a brief statement describing the defect, (3) a \$7.50 check (if beyond the initial ninety day warranty period), and (4) your return address.

### WHAT IS NOT COVERED BY THIS WARRANTY

THIS WARRANTY DOES NOT APPLY TO THE SOFTWARE PROGRAMS THEMSELVES. THE PROGRAMS ARE PROVIDED "AS IS."

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ANY IMPLIED WARRANTIES, INCLUDING IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO NINETY DAYS FROM THE DATE OF PURCHASE. ELECTRONIC ARTS SHALL NOT BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES FOR BREACH OF ANY EXPRESS OR IMPLIED WARRANTY.

Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Address all correspondence to Electronic Arts, 1820 Gateway Drive, San Mateo, CA 94404. Or call us at (415) 572-ARTS.

Unless identified otherwise, all programs and documentation are ©1985 Electronic Arts.